

FIG.1

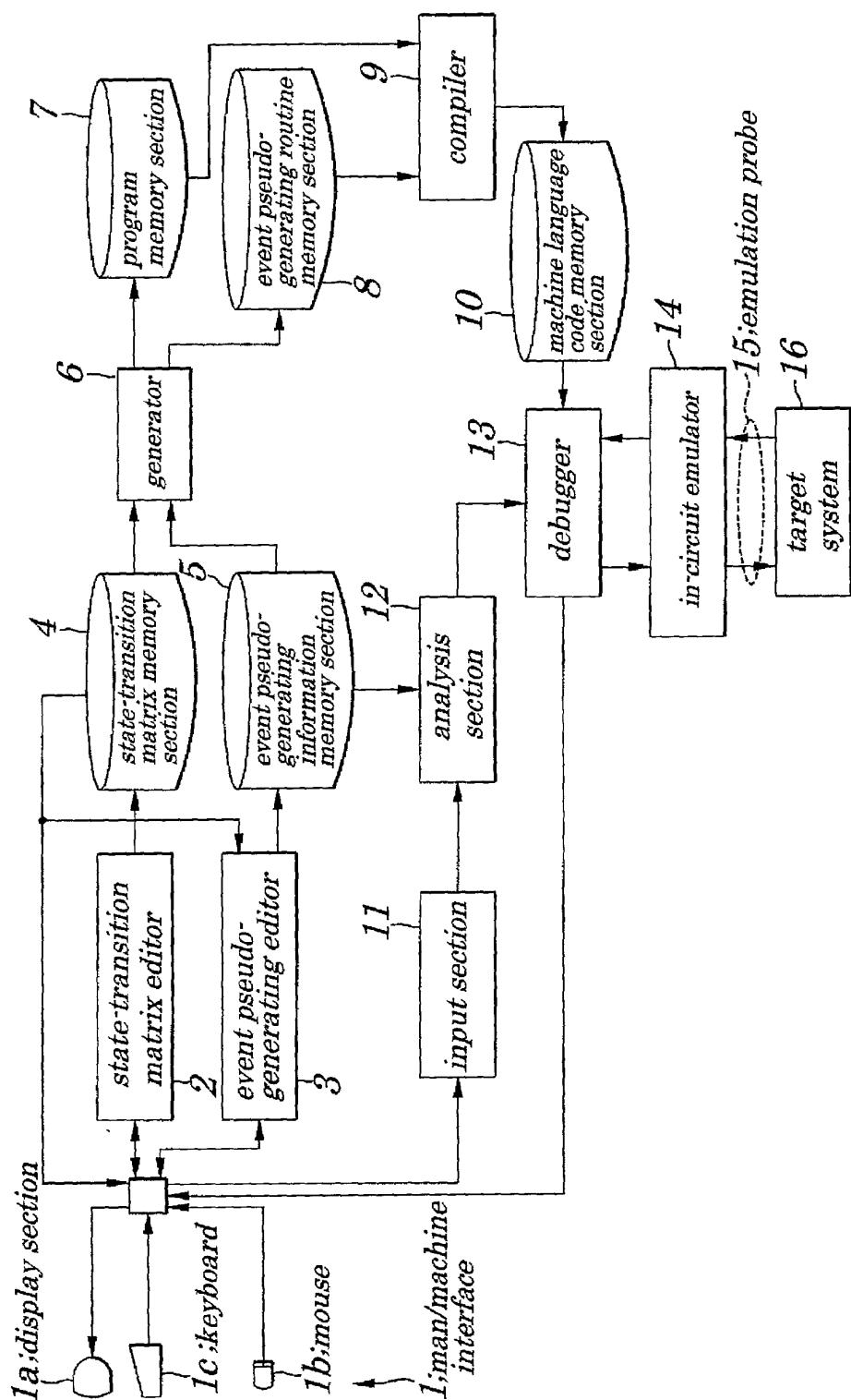


FIG. 2

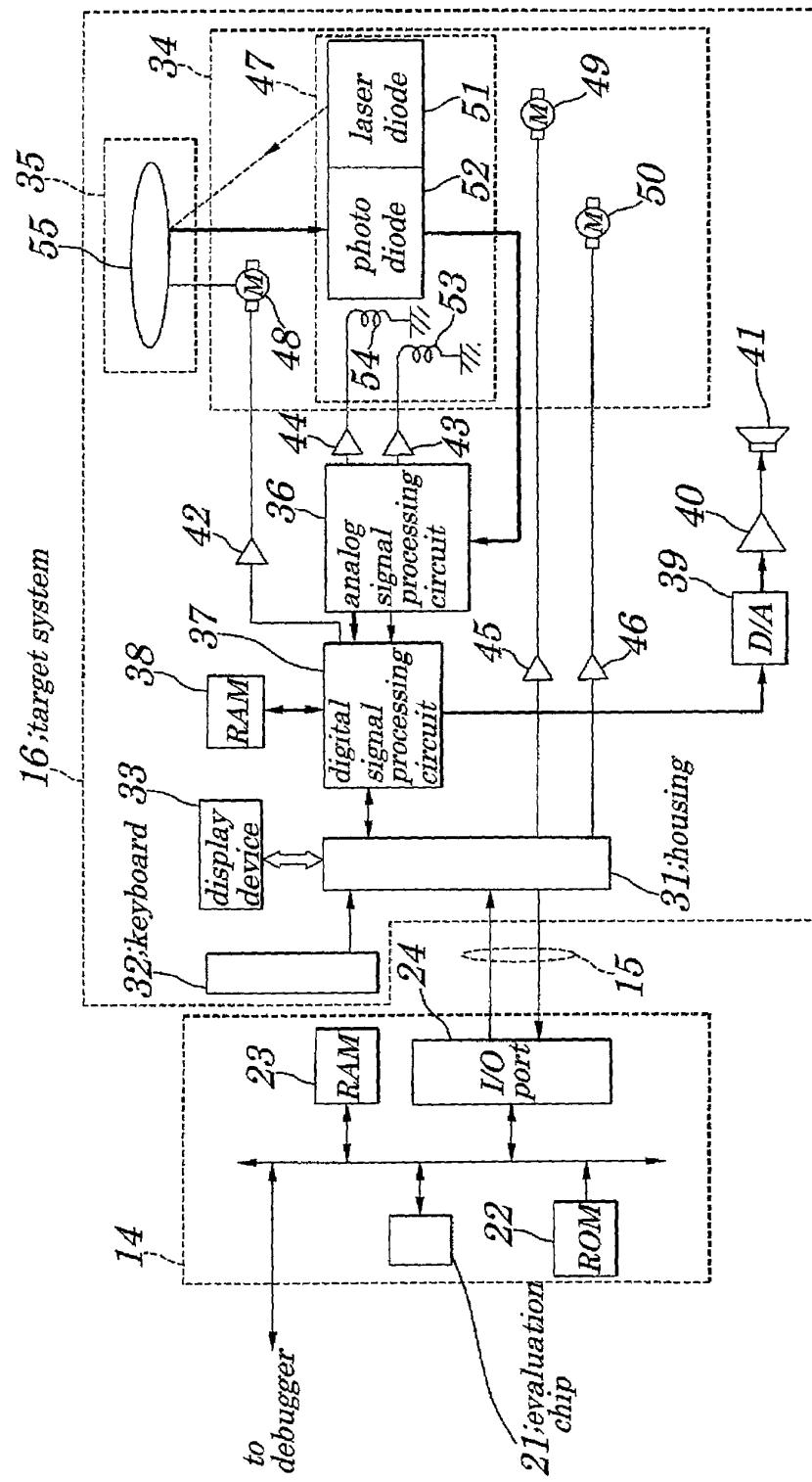


FIG. 3

		stopping	tray opening	TOC reading	time code displaying	moving to second music	reproducing
<i>S</i>	1	<i>T motor: clockwise ON</i>	<i>T motor: counterclockwise ON</i>	3	4	5	6
tray key input	1	<i>T motor: clockwise ON</i>					
<i>SI OFF</i> → <i>ON</i>	2	<i>T motor: OFF</i> → <i>tray opening</i>					
<i>SI OFF</i> → <i>ON</i>	3						
<i>TOC input</i>	4						
<i>search key input</i>	5						
<i>play key input</i>	6						
<i>stop key input</i>	7						
	8						

**FIG.4**

```

rcv_msg(ReceiveEvent, KEY_MSG);
if(ReceiveEvent == PLAY_KEY)
{
  reproducing process
}
else if(ReceiveEvent == STOP_KEY)
{
  stopping process
}

```

**FIG.5**

```

if(FakeEvent == EVENT_KEY_PLAY)
{
  SendEvent = PLAY_KEY;
  snd_msg(KEY_MSG, SendEvent);
}
else if(FakeEvent == EVENT_KEY_STOP)
{
  SendEvent = STOP_KEY;
  snd_msg(KEY_MSG, SendEvent);
}

```

FIG. 6

		stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing	emulation
		1	2	3	4	5	6	7	start / finish
tray key input	$T_{motor}:$ 1 clockwise ON ⇒ .	$T_{motor}:$ counter-clockwise ON							
$SI:OFF \rightarrow ON$	$T_{motor}:$ 2 OFF ⇒ tray opening								
$SI:OFF \rightarrow ON$	3								
TOC input	OK 4								
	NG 5								
search key input	6								
play key input	7								
stop key input	8								

current state  
moving to second music

F motor:ON  
search process  
to second music  
⇒ moving to second music

F motor:OFF  
⇒ stopping

F motor:ON  
search process  
to first music  
⇒ moving to first music

F motor:OFF  
⇒ stopping

F motor:OFF  
stopping process  
⇒ stopping

FIG. 7

